

PORTUGAL GAMES SUMMIT



Warm-Up

17 | 18 NOV

FIL – Parque das Nações – Lisboa, Portugal

Portugal Games Summit 2022

Warm-Up

The PGS Warm-Up is a major event, that is organized by Digital Valley in collaboration with Lisboa Games Week and the main goal is the national and international videogame industry promotion and affirmation, and the worldwide videogame ecosystems interconnection. Finding new talents and giving them the opportunity to develop their projects helped by mentors, publishers, and investors. PGS will be open to serious and entertainment videogame projects.

A highlighted innovation and creativity Summit for the worldwide games industry development, education immersive technologies, 4.0 industry, NFT's, blockchain, and metaverse.

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PGS Main Event

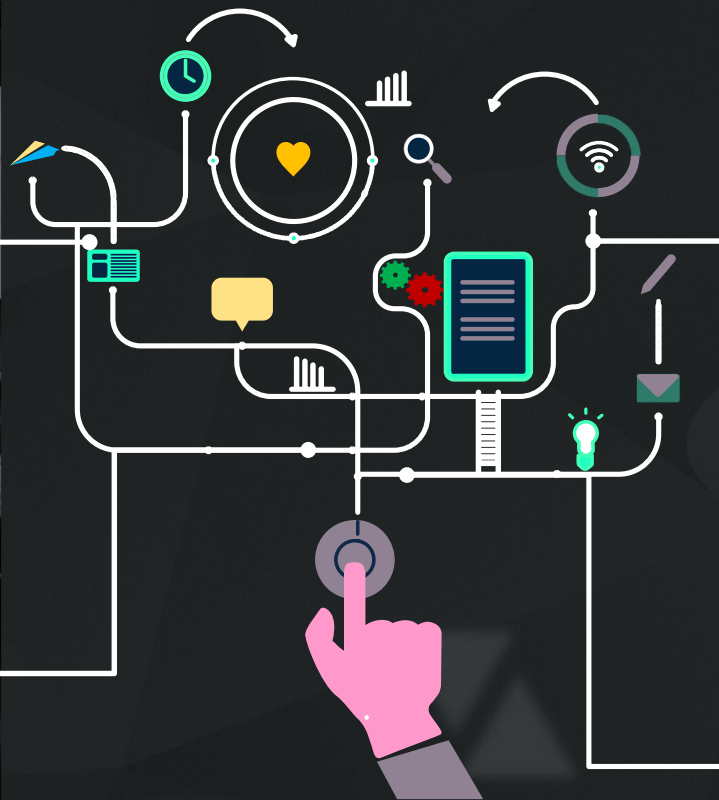
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**PGS CONFERENCES,
TALKS AND 8 MAJOR
SPEAKERS PANELS:**

**+30 pre-invited major
and main key speakers
USA | Portugal | UK |
France | Brazil |
Lusophone Countries**

**PGS BRANDS EXHIBITION, SERIOUS
AND ENTERTAINMENT GAME
DEVELOPER INDIES, STUDIOS AND
PUBLISHERS:**

**+80 National Studios/Companies +24
Videogame Projects +
Studios/Companies Hubs: USA | Europe
| Brazil and Latin America | Africa +12
Universities and Polytechnics | +5
National and International Regional
Videogame Clusters**



PGS PITCH INVESTORS:

**National and International
Venture Capitalists and Business
Angels + Top Publishers + Direct
Investors**

*Networking, sharing knowledge
and Experiences between
Companies; Universities and
Polytechnics videogame projects
presentations, national and
international videogames studios
and developers show cases*

PGS INVESTORS PROGRAM:

**Meet-to-Match with Distributors, Direct
Investors, Industry Delegates and VCs.
Available to Studios/Companies/Serious
and Entertainment Videogame Projects**

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PGS Drives

\$54,3 Bn

North America



\$7,2 Bn

Latin America



\$36,3 Bn

Europe



\$96,3 Bn

Asia-Pacific



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More than 30 Videogame Key Speakers from the most recognized national and international videogame industry, studios and technological companies, VIP videogame personalities with huge impact at the business videogame industry, society, and major entrepreneurs. All these icons will share their knowledge and experience at the PGS business-to-business event.



More than 80 Studios, universities, polytechnics, and educational videogame academies projects, national and international videogame ecosystems from Portugal, Europe, Africa, North of America, Brazil, Latin America (an opportunity to use the Portuguese videogame ecosystem as a gateway to Europe). PGS is a networking and a business-to-business event, a great opportunity to new international videogame markets, developers, investors, and studios.



Hosting national and Top international videogame investors and developers at the PGS Pitch and a Meet-To-Match program, both available to indie studios, general studios, and academic projects.

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PGS Debate Panels

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Games as Driving Force in Technological Evolution (17 nov 10h)

Metaverse, Blockchain, 5G and NFT are just some of the “new kids on the block” that simultaneously drive and implement new technological developments. What is to be expected in the near future? What examples can we get from the past?

Let's feel the pulse of the future by the voices of those shaping it.

Design for Gaming or Gaming for Designing (18 nov 10h)

Is designing a game more challenging than designing a car? We know it is, but let's hear it from the people who actually do it every day and discover what are the inspiring forces that drive them.

Let's commune with those that create the games we love to play.

Games Ecosystems and their Impact (17 nov 12h)

We have been assisting in the last year to an increased energization of the sector. Both within countries and at regional levels, many organizations are supporting or leading the creation or consolidation of games clusters and their international impact is already detectable.

Let's discuss how they are doing it and what challenges they face.

Education for Technology and Business (18 nov 12h)

No sector can grow and excel if the base education on the matters of that sector is not prolific and excellent. At practical and theoretical courses, the next generation of leaders and visionaries is forged, what is the past track and how can we learn from it to influence the future.

Let's assess the pulse of education in the sector and the strategies of key players.

Gaming Pioneers and Disruptive Thinkers (17 nov 15h)

Metaverse, Blockchain, 5G and NFT are just some of the “new kids on the block” that simultaneously drive and implement new technological developments. What is to be expected in the near future? What examples can we get from the past?

Let's feel the pulse of the future by the voices of those shaping it.

Game Entrepreneurs, Startups and Clusters (18 nov 15h)

The hero of any ecosystem is the individual that follows is passion in prejudice of any other comfortable proven career. But beyond passion, many other factors are the key to achieve success and the proper environment for entrepreneurship, growth, access to capital, marketing, distribution, sales, and support is needed to convert the heroes into super-heroes.

Let's get acquainted with the players that build this environment and know what they can do for it.

Power Women in Technology and Games (17 nov 17h)

Many technological sectors and companies have been dominated by the male gender, but a new generation of powerful and insightful women have been changing the landscape.

Let's share their experience and inspire our daughters.

The Impact of Public Policies in the Sector (18 nov 17h)

Public policies through contributive and legislative programs can reinforce or asphyxiate any sector. This is particularly important in the gaming sector where the development cycle is longer than in most other sectors and the complexity of the final “product” is paramount.

Let's enlighten our concerns and discuss the possible venues for the growth of the sector.

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PGS Ambassadors Worldwide

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Ian Freitas Rochlin
Gamejam Plus - Brazil

Portugal plays a key role not only for Brazil, but also for all Portuguese-speaking countries that want to enter the European market.

[Portugal Games Summit](#) is the best showcase for this purpose. We at GJ+ are very proud of our partnership.



Patrick Hickey Jr.
Educator, Journalist,
Author, Comic Book Writer,
Voiceover Performer and
Content Creator - USA

The ecosystem in the gaming industry is ever-changing. It's so awesome to see so many new opportunities being created. Portugal, for example, is quickly becoming a new amazing place for developers, gamers and those looking to conduct serious gaming business. [Digital Valley Portugal](#) is becoming a cool hot spot of its own. Can't wait to check it out for myself.



Eyram Tawia
Pan African Gaming Group

As the African video game industry keeps growing its significance across the continent and exploring greater ties with European Game developers with market expansion and coproducers in the European region, we the members of the Pan African Gaming Group (PAGG) as part of unlocking the world's next billion players are proud to announce our partnership with [Portugal Games Summit](#) which is the best place to meet gaming investors, partners, coproducers and to showcase our cool African games and progress we have made so far on the continent as an industry.



Eliana Russi
Abragames - Brazil

Brazil and Portugal are together in the gaming industry! "Certainly, this partnership has a great global potential", says Eliana Russi, Brazil Games director. Abragames - Brazilian Association of Game Development Companies and Digital Valley Portugal are investing in this initiative, starting at the BIG Festival, in São Paulo, and following with the participation of a Brazilian delegation in November at [Portugal Games Summit](#) in Lisbon. "We are very proud about this project", concludes Eliana.



Nuno Fonseca
Founder & CEO Sound
Particles - Portugal

Events such as [Portugal Games Summit](#) are very important for the videogame ecosystem in Portugal, not only as a space for internal sharing, but also to create international awareness of what is done in Portugal."



Tarja Porkka-Kontturi
Director Of Comms at The
Global Game Jam,
Consultant, Speaker,
Producer - Finland

It's exciting to see game development and industry including events blooming in all parts of the world! [Portugal](#) is one of the regions I'm keeping closely on eye - and it has proven to be full of talent!

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PGS + Lisboa Games Week

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PORTUGAL GAMES SUMMIT B2B/H2H EVENT HAS FULL INTEGRATION AND SYNERGY WITH LISBOA GAMES WEEK, AN B2C EVENT THAT BRINGS LISBON AND PORTUGAL TO THE HIGHEST LEVEL OF THE MOST IMPORTANT EUROPEAN VIDEOGAMES EVENTS, LIKE GAMESCOM (COLONIA), PARIS HIGHLIGHTS GAMES WEEK, MILAN GAMES WEEK AND MADRID GAMES WEEK

+63.000 visitors

+17.000 students and teachers

Participation of Major International Brands



Since its 1st edition, Lisboa Games Week has worked to help the companies in the national industry, the universities, polytechnics, and educational academies to showcase their projects and gave them the opportunity to be integrated in the Exhibition Hall, Conferences and Workshops exposing them to producers, teachers and invited experts in a rich and dynamic learning environment.



Lisboa Games Week has also invested in a certification educational programme to teachers, recognised by the regulatory educational Portuguese system, called Direção Geral da Educação – Training sessions that helps teachers to develop gamification and immersive technologies skills.

Students have also the opportunity to be part of the educational system that Lisboa Games Week offers for free, supported on educational partners – educational academies, universities, and polytechnics – like Videogame Planning and development; Videogame Programming; Arts for Videogames, etc.

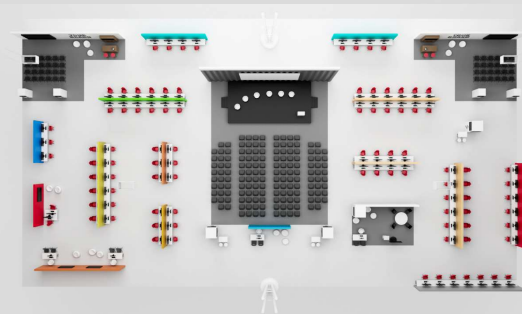
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PGS Floor Plan

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Join us!

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